

ASTROLOGIAN

A slender woman draped in fine robes sits in a dark room across from a man who feels he has lost his way. Smiling she releases her Planisphere and a flurry of arcana cards into the air. From the squall of cards she draws and divines the man's fate, instilling in the lost soul a sense of peace and hope for the future.

A man stands behind his allies on the battlefield. He raises his Star Globe to the sky and begins to channel energy into this tool. Using the power of the stars above, soothing energy radiates outwards, enveloping his allies, turning the tide of battle from the prior dire circumstance they fought against.

A well versed Astrologian stands before a congregation of people. She has come to spread the word of her rare new art, offering understanding of the future through the power of the stars. It has become her sacred duty to bring the stars into view for the common people.

Whether they stand behind their allies granting them the blessing of the stars and moons of the universe, or standing alongside them on the front line, Astrologians manipulate the fates of both friends and foe to find success.

WIELDERS OF FATE

The first task of all Astrologians is to gain a mastery over using the deck of sixty. To them, fortunetelling is a tool which allows them to interpret the stars themselves. Their deck is based on the constellations that they study. The Astrologians are gifted a divining deck when they begin their study from their master. They act as a conduit for the magic energy gathered by their star globes, passing the empowering magic from the stars to their allies.

AN ELEGANT TOOL

The Star Globe is a tool used by Astrologians which allows them to locate and draw in power from the stars. The globes are formed by large rings of precious metal and lenses. The rings are marked using a large spread of precise markings and which allows the user to find and map the stars in order to draw power without a view of the sky.

CREATING AN ASTROLOGIAN

Astrologians hail from a faraway island where knowledge is viewed as the greatest virtue. Astrologians are usually scholars by trade, and specialized in the study of astromancy. Often they find themselves born into the scholar's life or into highborn families. Sometimes low born apprentices find themselves working beneath a master of astromancy and learn how to tap into the magic of the stars. Astrologians are blessed with the ability to read the future. Through the use of the deck of sixty and the stars they are capable of tapping into the future, though the farther they look, the less clear things become. Some Astrologians travel the land to share this gift of foresight with everyone, while others seek out opportunities to spread their young order of magic around the realm. Others track down allies and adventure, as the stars had mandated that the Astrologian set out on a quest for a task which they cannot see the end of. Astrologians borrow power from the cosmos, and in return seeks to see that the will of the stars is done.



THE ASTROLOGIAN

Level	Proficiency Bonus	Features	Available Draws	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Draw	3	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Sect Study Focus	3	4	3	3	—	—	—	—	—	—	—	—
3rd	+2		4	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Spread	5	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Sect Study Feature	5	5	7	4	3	3	—	—	—	—	—	—
7th	+3		6	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	6	6	9	4	3	3	2	—	—	—	—	—
9th	+4		7	6	10	4	3	3	3	1	—	—	—	—
10th	+4	Sect Study Feature	7	6	11	4	3	3	3	2	—	—	—	—
11th	+4	Royal Road	8	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	8	6	12	4	3	3	3	2	1	—	—	—
13th	+5		9	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Sect Study Feature	9	6	13	4	3	3	3	2	1	1	—	—
15th	+5		10	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	10	6	14	4	3	3	3	2	1	1	1	—
17th	+6		11	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Shuffle	11	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	12	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Time Dialation	12	6	15	4	3	3	3	3	2	2	1	1

QUICK BUILD

You can make an Astrologian quickly by following these suggestions. First make Wisdom your highest ability score, following with Charisma. Second take the scholar background. Third, take the Dancing Lights, Sacred Flame, Guidance and Truestrike cantrips and the first level spells Cure Wounds and Divine Favor.

CLASS FEATURES

As a Astrologian, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per Astrologian level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Astrologian level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, Darts, Slings, Quarter Staffs, Light Crossbows

Tools: Divination Deck

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Persuasion, History, Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a dagger
- a Star Globe, granted to you by your mentor
- a Divination Deck
- (a) a explorer's pack or (b) a scholar's pack

SPELL CASTING

Level requirement and general description. See chapter 10 of the PHB for the general rules of spellcasting and the end of this document for the Astrologian spell list.

CANTRIPS

At 1st
Astrologian
cantrips
Cantrips

SPELL SLOTS

The Astrologian table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know 2 1st-level spells of your choice from the Astrologian spell list. The Spells Known column of the Astrologian table shows when you learn more Astrologian spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st, 2nd or 3rd level. Additionally, when you gain a level in this class, you can choose one of the Astrologian spells you know and replace it with another spell from the Astrologian spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Astrologian spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Astrologian spell you cast and when making an attack roll with one.

DRAW EFFECTS

Card Drawn	Die Result	Card Effect
The Balance	1	Bonus 1d6 damage on all damage effects
The Bole	2	AC increased by 2
The Arrow	3	Base walking speed increased by 10ft
The Spear	4	You may make an extra attack action
The Ewer	5	Restores one level 1 or 2 spell slot
The Spire	6	Restores 1, non-spell slot resource to an ally

The resources included in this effect includes class resources like the Monk's Ki Points and the Fighter's maneuver dice. This does not include abilities which do not use a resource such as a Cleric's Channel Divinity or a Fighter's Action Surge. There must be an expended resource. Ask your DM their consideration of what counts as a resource.

The effect of the boon lasts for a number of rounds equal to half your Wisdom ability modifier rounded down with a minimum of 1 round. Available draws refresh after a long rest.

ASTROLOGIAN ARCHETYPE

At 2nd level, you choose a sect to study as an Astrologian: Diurnal Sect, Nocturnal Sect or Fortuneteller, all detailed at the end of the class description. Your archetype choice grants you features at the 2nd, 6th, 10th and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use a star globe, planisphere or other similar tools as an arcane focus (found in chapter 5 of the player's handbook) for your astrologian spells.

RITUAL CASTING

You can cast any Astrologian spell you know as a ritual if that spell has the ritual tag.

DRAW

Beginning at the 1st level, as an Astrologian, you are able to use the Draw ability. You are capable of channeling the power of the stars into your deck of sixty, and grant boons based on the card drawn. You are limited to the number of draws indicated in the class summary table.

Using your action, roll 1d6, the number shown corresponds to the drawn card. Once drawn, you may apply the empowering effect to yourself or another creature within 30ft. that you can see. The card burns up in your hand and the magic contained is transferred to the selected creature.

SPREAD

Beginning at the 5th level your studies into astromancy has led you to a better understanding of reading fortunes. As a bonus action after using the Draw ability, you may set a drawn card aside for later use. This card is added to your spread and can be activated as a bonus action during your turn. The card sits in your spread until used. You may hold up to three cards in your spread at a cost of one extra draw for a second and third card. The cards in your spread expire during a long rest.

ROYAL ROAD

Beginning at the 12th level, your understanding of fortunetelling has grown considerably, allowing you augment your arcana cards further. After you use the Draw feature, you may use a bonus action to convert that card into an empowerment for a future reading. This empowerment affects the next card that you use to empower an ally, from either your Draw action or Spread bonus action.

ROYAL ROAD EFFECTS

Use notes to point out some interesting information.

Converted: The Balance or The Bole

Effect: Potency of the next card is increased. Double the value of the effect, see the *Potency Increase Effects* table below for details.

Converted: The Arrow or The Spear

Effect: Double the duration of the effect

Converted: The Ewer or The Spire

Effect: All allies within 20ft. of you receive the effects of the card.

POTENCY INCREASE EFFECTS

Card	Effect
Balance	Bonus 2d6 damage on all damage effects
Bole	AC increased by 4
Arrow	Base walking speed increased by 20ft.
Spear	You may make two extra attack actions
Ewer	Restores two level 1 or 2 spell slots, or 1 level 3 spell slot
Spire	Restores 2 non-spell slot resources to an ally

SHUFFLE

Beginning at the 18th level, you have mastered basic fortunetelling, allowing you to manipulate fate in your readings to a certain extent. After using the Draw action, you may use a free action to redraw from the deck. The drawn card is returned to the deck to be read another day, and you use the Draw action again. You may only shuffle 3 times, this number refreshing after a short rest.

TIME DIALATION

Beginning at the 20th level, you may expend an available draw to extend the duration of Draw's effect by one round. Each subsequent extension requires one extra available draw to be spent.

THE HEAVENLY PATHS

When an Astrologian is early on in their studies, they select a sect of stars from which they will draw their powers from. The stars were mapped using the positions of the sun and moon, and these two sects are reflective of their reference points. The Diurnal Sect uses the sun as their reference point, creating their star maps with the sun being the key to navigation, while the Nocturnal Sect uses the moon as the reference point. An Astrologian may choose to minimally study the stars and focus their efforts into their tarot deck, learning advanced techniques on how to manipulate fate.

DIURNAL SECT

SUCCOR OF THE SUN

Beginning at the 2nd level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

DIURNAL BENEFIC

Beginning at the 6th level you are able to empower your healing spells with the power of the sun. When you cast a spell of the 1st-level or higher that restores the hit points of an ally, you may leave a regenerative effect on your allies. After the spell is cast, your allies recover 1d6 hit points at the start of their turn for a number of rounds equal to your Wisdom ability modifier. You may only empower your spells like this once before requiring a long rest.

LIGHTSPEED

Beginning at the 10th level, as a bonus action you may cast an extra 1st or 2nd-level spell by spending a number of available draws equal to the level of the spell you wish to cast.

BLESSING OF THE SUN

Beginning at the 14th level when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.



NOCTURNAL SECT

MORNINGSTAR MAGE

Beginning at the 2nd level, you have trained your body alongside your mind, gaining prowess in the martial arts to survive on the battle field. You have proficiency with one handed simple and martial weapons, light and medium armor. You gain 1 extra hit point when you level up. Your spell list is expanded with offensive magic from the list below, allowing you to learn the following spells.

NOCTURNAL SPELL LIST

Your spell list is expanded with the following spells.
Nocturnal Spell List

EXPANDED SPELL LIST

Spell Level Spell

1st	<i>Hex, Witch Bolt</i>
2nd	<i>Moonbeam, Snilloc's Snowball Storm</i>
3rd	<i>Melf's Minute Meteors, Elemental Weapon</i>
4th	<i>Dimension Door, Ice Storm</i>
5th	<i>Cone of Cold, Gravity</i>

NOCTURNAL BENEFIC

Beginning at the 6th level you can empower your spells with the magic of the moon. When you cast a spell of the 1st-level or higher that restores the hit points of an ally, you may leave a shielding effect on your allies. After the spell is cast, your allies gain temporary hitpoints equal to #d4 where # is equal to your Wisdom ability modifier. You may only empower your spells like this once before requiring a long rest.

MALEFIC ATTUNEMENT

Beginning at the 10th level, you have mastered the ability to weave astromancy and martial combat seamlessly, allowing you to cast a spell after landing a melee attack as a bonus action. The spell may not be higher than the 2nd level when cast in this manner.

RAGE OF THE MOON

Beginning at the 14th level, you are able to channel the power of the moon into your arms. For 10 minutes you strike with the malefic powers of the moon. Your spells and melee attacks channel the astral energy of the nocturnal sect, dealing an additional 2d6 force damage. You may use this ability once and it cannot be used until you complete a long rest.

FORTUNETELLER

STACKED DECK

Beginning at the 2nd level, you have learned how to stack your deck of sixty. When you use your Draw action, you may roll 2d6 instead and select the result of the Draw action from the two results. Discard the other result.

EXPANDED DECK

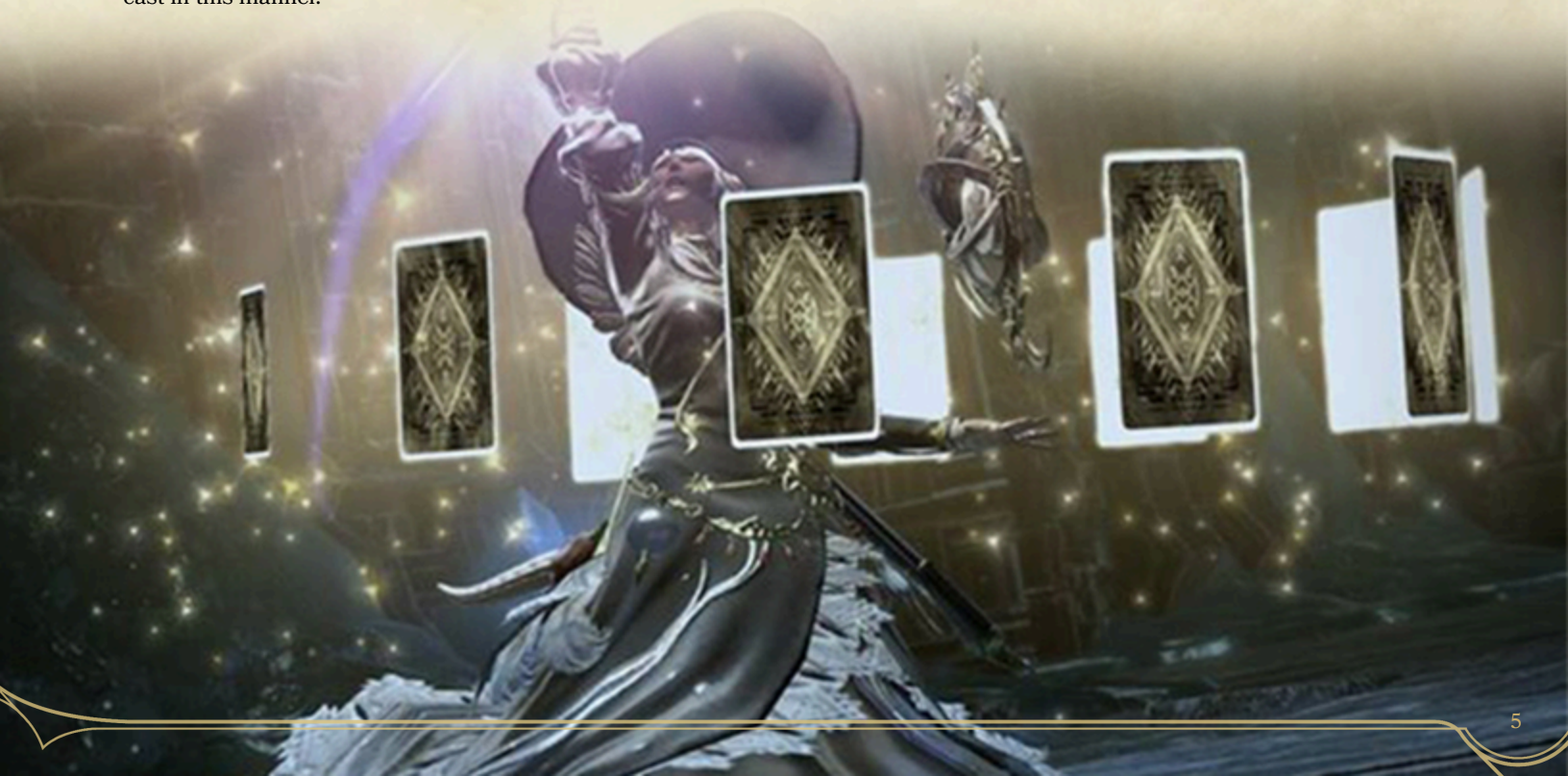
Beginning at the 6th level, you have access to twice the number of available Draws per day than the listed number.

DOUBLE DRAW

Beginning at the 10th level, you have learned how to read multiple arcana cards at the same time. When you use the Draw action, you may roll 2d6 and use both cards to grant boons to your allies. Doing so prevents you from using the Stacked Deck feature.

TWISTED FATE

Beginning at the 14th level, you have mastered reading arcana cards and twisting fate. You have learned to use all the tools at your disposal, allowing you to freely use your fortune telling skills for 10 minutes, refreshing after a long rest. For each Draw action, you may use Royal Road, Shuffle, Spread, Stacked Deck and Double Draw. Each card drawn still consumes an Available Draw point.



ASTROLOGIAN SPELL LIST

CANTRIPS

Bladeward
Dancing Lights
Guidance
Light
Message
Resistance
Sacred Flame
True Strike

LEVEL 1

Bane
Bless
Comprehend Languages
Cure Wounds
Detect Magic (Ritual)
Detect Poison and Disease
Divine Favor
Guiding Bolt
Healing Word
Heroism
Inflict Wounds
Magic Missile
Sleep

LEVEL 2

Aid
Augury
Blindness/Deafness
Calm Emotions
Darkness
Detect Thoughts
Enhance Ability
Hold Person
Lesser Restoration
Levitate
Locate Object
Magic Weapon

LEVEL 3

Bestow Curse
Clairvoyance
Daylight
Dispel Magic
Fear
Haste
Hypnotic Pattern
Mass Healing Word
Remove Curse
Slow

LEVEL 4

Confusion
Death Ward
Divination
Freedom of Movement
Hallucinatory Terrain
Locate Creature

LEVEL 5

Collective Unconscious
Dream
Geas
Gravity
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Scrying
Teleportation Circle (Ritual)

LEVEL 6

Eyebite
Find the Path
Heal
Mass Suggestions
True Seeing

LEVEL 7

Etherealness
Plane Shift
Regeneration
Resurrection
Symbol

LEVEL 8

Antimagic Field
Celestial Opposition
Feeblemind
Mind Blank
Power Word Stun
Sunburst

LEVEL 9

Astral Projection
Foresight
Mass Heal
Meteor Swarm
True Resurrection
Wish

- Spells in Italics were custom made for the class. See Created spells for more information.

CREATED SPELLS

CELESTIAL OPPOSITION

8th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: concentration, 1 minute

You release a massive amount of astral energy in a 30ft. radius globe centered on you. The inside of the globe is dimly lit, and filled with softly glowing lights which map the starry sky. On this release, all enemies coming in contact with the sphere are star struck and must make a wisdom saving throw. Enemies take 6d8 force damage and are stunned for 1d4 rounds on a failed save, and half the damage is taken and they resist becoming stunned on a success.

COLLECTIVE UNCONSCIOUS

5th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: concentration, 1 minute

You create a magical barrier around yourself. The barrier is 10ft. in radius and spherical. All allies within 10ft. of you are healed immediately for 3d8. As long as they remain in the barrier, their AC receives a +1 bonus and each time they start their turn within the barrier they are healed for 1d6.

GRAVITY

5th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You conjure the energies of the stars through your arcane focus to temporarily create a small, dense celestial body at a point in space within range. A spherical gravitational field appears around the body with 20ft. radius and produces a pulsing sound. Each creature within the field must make a Dexterity saving throw. A target takes 10d6 force damage on a failed save, and half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

